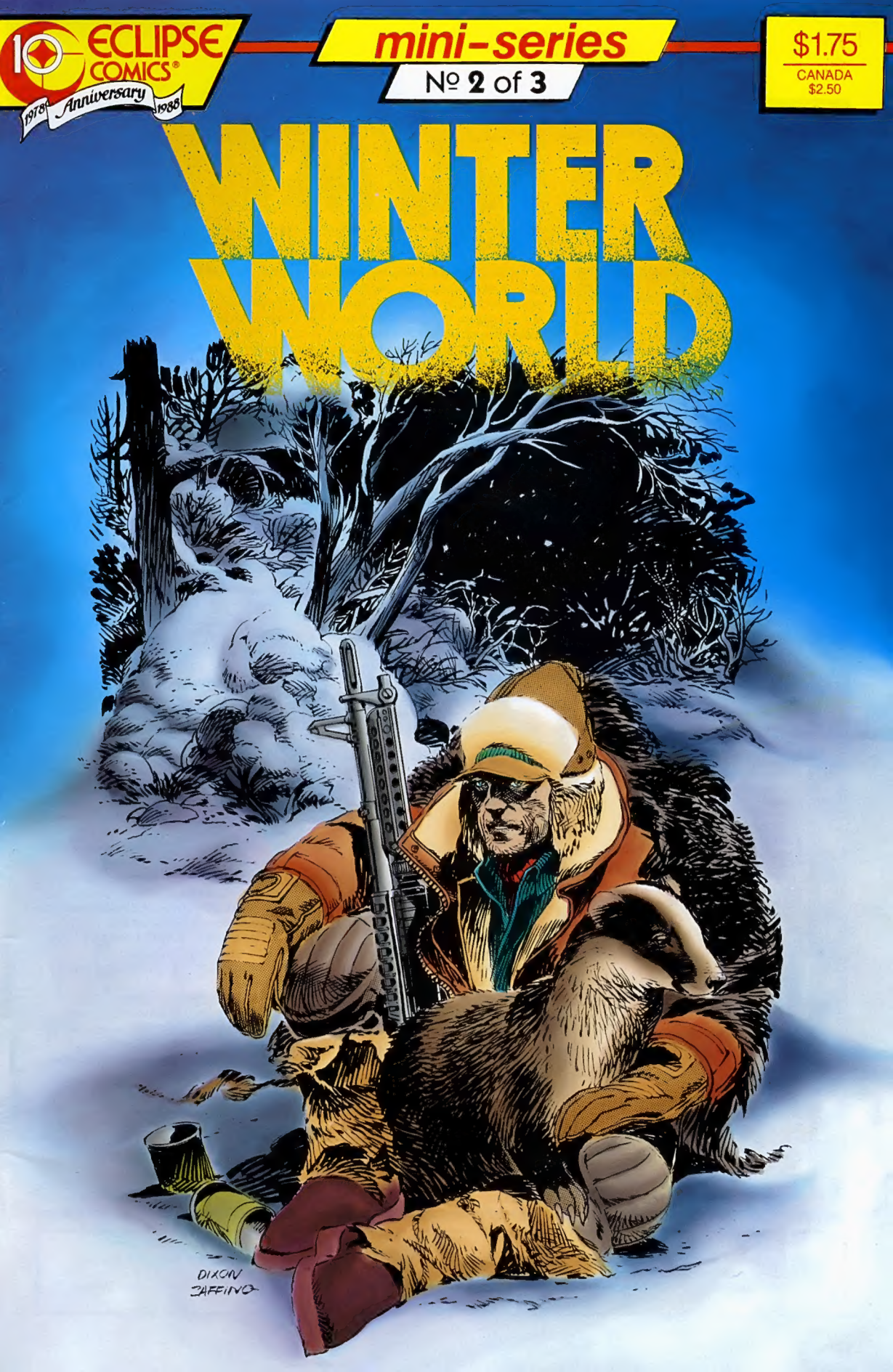

ECLIPSE COMICS
10th Anniversary
1978 1988
mini-series
№ 2 of 3
$1.75
CANADA
$2.50
WINTER WORLD
DIXON
JAFFINO

The PENUMBRA

WRITE TO: ECLIPSE COMICS - P.O. BOX 1099 - FORESTVILLE - CALIFORNIA - 95436

ON THE RACKS

A indicates an *Airboy* title.
S indicates a *Scout* crossover title.
4W indicates a 4Winds Production.

AIRBOY no. 35 *A*
Airboy, Skywolf and La Lupina caught in a "Steel Trap."

THE LIBERTY PROJECT no. 8
Death stalks the team as one member is doomed!

KAMUI no. 16
Kamui befriends a samurai who may be his death!

XENON no. 3
From the clutches of Number 204 to the Bloody Sea, Xenon faces danger on all sides!

NEW AMERICA no. 3 (of 4) *S 4W*
Rosa Winter penetrates South America to rescue a political prisoner—the Pope!

FUSION no. 7
Watch out! Two of the *Tsunami's* crew go into heat at the same time!

AREA 88 no. 16
Bombs aboard an airliner threaten Saki and Ryoko's lives.

MAI THE PSYCHIC GIRL no. 16
A message from Mai's father could be a trap for Mai!

THE AIRFIGHTERS/SGT. STRIKE SPECIAL no. 1 *A 4W*
The original Airboy, Valkyrie, and the Airfighters team up with Sgt. Strike to prevent Hitler from launching an orbiting space station!

CALIFORNIA GIRLS no. 7
Hawaiian fun under the Hawaiian sun for Max and Mo. Plus, paper dolls by our readers!

KAMUI no. 17
Kamui reveals his true identity to aid a friend, leaving him open to the pursuing assassin, Utsuse!

XENON no. 4
Xenon risks the cyborg transformation to save his mother from Number 204!

SWORDS OF TEXAS no. 3 (of 4) *S 4W*
Scout action continues as Banner and his Swords are ambushed by Mexican communist troops.

AREA 88 no. 17
McCoy sells Shin a radar booster that may send him to his death!

MAI THE PSYCHIC GIRL no. 17
Face to face at last, Turm and Mai!

AIRFIGHTERS CLASSICS no. 2 *A*
See the origin of Skywolf and the Heap's first appearance in the comic that made Airboy famous!

SCOUT: THE FOUR MONSTERS *S*
The hard-to-find first seven issues of Timothy Truman's blockbuster *Scout* series, now collected into one graphic album!

ERRATA: Fans who otherwise might be confused when comparing Overstreet with our own Back Issue Ad will find the following corrected data handy. Page numbers given (in parentheses) are those of the October, 1987 edition of Overstreet's Price Update.

(23) ADOLESCENT RADIO-ACTIVE BLACK BELT HAMSTERS: Entry fails to list Limited Edition "2-D" (B&W) #1-4.

(24) ADVENTURES OF ZOTI IN DIMENSION #10 1/2: No entry given for this one-shot title. ("Issue #14 1/2" is correct #.)

(24) AIRBOY-MR. MONSTER SPECIAL: Yes, it is a one-shot.

(27) AREA 88: Entry fails to list 2nd edition of issue 2.

(29) BEDLAM :No entry given for this 2-issue series.

(31) CAPTAIN EO: No entry given for 3-D #1, Limited Edition "2-D" (B&W) #1, or the oversized "Souvenir Edition" 3-D #1.

(34) COYOTE: No entry given for the Graphic Album.

(37) DETECTIVES, INC.: No entry given for the Graphic Album.

(39) Although Marvel and First Graphic Album series are each listed in one place, as series, there is no series listing for the 14 Eclipse Graphic Albums published 1978 to present. Instead, some are listed with same-title comic books, while others go entirely unlisted.

(39) No entry for ECLIPSE MAGAZINE (neither one for Epic Magazine), but these are as much "comics" as albums (which are listed).

(40) ENCHANTER: No entry given for this 3-issue series.

(43) FLOYD FARLAND: No listing, either as "Deluxe Package" comic or as Graphic Album.

(43) FUSION: No entry given for this on-going series.

(44) GIANT SIZE MINI COMICS: Entry fails to list issue 4, or that this was a mini-series.

(46) GUERRILLA GROUNDHOG: Title misspelled.

(48) I SAW IT: No entry given for this one-shot title (pub. by Educomics, dist. by Eclipse).

(49) JOHN BOLTON: HALLS OF HORROR: No entry given for this one-shot title.

(49) JOHN LAW, DETECTIVE: No entry given for this one-shot title.

(49) JOHNNY NEMO: No entry given for this 3-issue series.

(51) KITZ 'N' KATZ: Issue #1 published by Phantasy Press, not Eclipse.

(51) LARS OF MARS: No entry given for 3-D #1 or the Limited Edition "2-D" (B&W) #1 issues.

(51) LASER ERASER & PRESSBUTTON: Entry lists this as a 12- issue series (with values for all issues). There were only 6 issues; no value on non-issues. Entry fails to list Limited Edition "2-D" (B&W) #1.

(53) MAI THE PSYCHIC GIRL: Entry fails to list 2nd printing of issue 1 and of issue 2.

(57) MIRACLEMAN: Entry fails to list Limited Edition s "2-D" (B&W) #1.

(57) MR. MONSTER: There is no such book as "Mr. Monster in 3-D." Entry is given again (correctly) under "Mr. Monster's High-Octane Horror."

(57) MR. MONSTER'S HI-SHOCK SCHLOCK: No entry given for this 2-issue series.

(57) MR. MONSTER'S HI-VOLTAGE SUPER-SCIENCE: No entry given for this one-shot title.

(58) NEW DNAGENTS: Entry lists title as still in print, lists issue 16 as most recent. Title was cancelled March '87; issue 17 was last issue.

(59) NEW WAVE VERSUS THE VOLUNTEERS: This is a separate title, with 2 issues; also, no entry given for Limited Edition "2-D" (B&W) #1 and #2.

(62) P.J. WARLOCK: Entry lists #2 as last issue; last issue was #3.

(63) THE PRICE: No listing, either as "Deluxe Package" comic or as Graphic Album.

(64) REAL WAR STORIES: No entry given for this one-shot title.

(64) REID FLEMING, WORLD'S TOUGHEST MILKMAN: No entry given for V1 #1 1st printing or 2nd printing.

(65) ROCKETEER: Entry fails to list Hardcover NON-limited Edition Graphic Album.

(65) SABRE: No entry given for the Graphic Album, in either of its 2 editions.

(65) THE SACRED AND THE PROFANE: No entry given for this Graphic Album, in any of its 3 editions.

(66) SCORPIO ROSE: No entry given for this 2-issue series.

(66) SCOUT: Entry fails to list Limited Edition "2-D" (B&W) #16.

(66) SCOUT HANDBOOK: No entry given for this one-shot title.

(67) SEDUCTION OF THE INNOCENT: Entry lists #3 (1986) as last issue; we are currently up to #7 with more to come.

(68) SIEGEL & SHUSTER: Entry fails to note #2 is B&W.

(68) SILVERHEELS: No entry given for the Graphic Album, in any of its 3 editions.

(68) SISTERHOOD OF STEEL: No entry given for the Graphic Album, in any of its 3 editions.

(69) SOMERSET HOLMES: No entry given for the Graphic Album, in any of its 3 editions.

(71) STEWART THE RAT: No entry given for this Graphic Album.

(71) STIG'S INFERNO: Title misspelled.

(71) STRANGE BREW: Not an Eclipse Comic.

(76) 3-D THREE STOOGES: No entry given for Limited Edition "2-D" (B&W) #1, #2, or #3.

(76) TOR 3-D: No entry given for Limited Edition "2-D" (B&W) #1, or #2.

(81) ZORRO: No entry given for this Graphic Album.

catherine yronwode

WINTERWORLD™ no. 2, January, 1988. Published monthly by Eclipse Comics, P.O. Box 1099, Forestville, CA 95436. Tim Truman, Letitia Glozer, Editors. Catherine Yronwode, Editor-in-Chief. Dean Mullaney, Publisher. Winterworld TM Chuck Dixon and Jorge Zaffino. Story ©1988 Chuck Dixon. Art ©1988 Jorge Zaffino. All other material ©1988 Eclipse Enterprises, Inc. Film by SM Graphics. For licensing information contact Dean Mullaney.

a Bchry Scan

"SUMMERTIME. THIS IS AS WARM AS IT GETS.
"MOSTLY, YOU CAN'T TELL THE CHANGE IN SEASONS EXCEPT BY THE STARS, WHEN YOU CAN SEE THEM THROUGH THE OVERCAST.
"I CAN'T FIGURE OUT HOW THE GRASS GROWS, ALL COVERED BY SNOW AND ICE LIKE THAT. I GUESS IT JUST SAYS A LOT ABOUT HOW STUBBORN LIVING THINGS CAN BE.
"CLINGING TO LIFE IS SOMETHING I'VE HAD A LOT OF EXPERIENCE AT.
STORY: CHARLES DIXON
ART: JORGE ZAFFINO
LETTERS: TIM HARKINS
COLORS: JULIE MICHEL
EDITS: TIMOTHY TRUMAN
A 4 WINDS PRODUCTION
1

"IT WAS ABOUT TWO MONTHS SINCE WE'D RUN FROM THE FARM.
THUMP!
"MY LUCK HADN'T GOTTEN ANY BETTER IN THAT TIME.
"IT'S STILL ALL BAD."
SHIT.
"LAST SEASON I WAS A TRADE RIDER. I HAD WHEELS AND A FULL BELLY.
"I WAS GETTING BY.
"IF ONLY I HADN'T MET THAT STUPID KID."
B-AM-AM-AM
GUNSHOT.
2

STAY BESIDE ME, RAH-RAH. OL'SCULLY DOESN'T WANT TO RUSH INTO ANYTHING.
"I'D HAVE GIVEN MY BACK TEETH FOR MY OLD SCATTER GUN RIGHT THEN.
"WITHOUT PROTECTION, THEY'D GUN ME DOWN BEFORE I GOT THREE PACES. AND THEY'D BE KEEPING AN EYE OUT FOR ME, TOO...
"... THAT SCROLINGER WASN'T BORN WITH THAT SPEAR STICKING OUT OF IT.!
"BUT I HADN'T EATEN IN A COUPLE OF DAYS.
"AND I WAS GETTING VERY HUNGRY.
"SO WAS RAH-RAH.
3

Unnnh!
"YOU KNOW, IT'D BEEN A LONG TIME SINCE I SPOKE A WORD TO ANOTHER HUMAN BEING.

"THAT PROBABLY EXPLAINS WHY I SOUNDED MORE LIKE AN ANIMAL AS I CLOSED ON THOSE GUYS."
HARRRRIIII!
GRRRRR

WHMP!
"IT WOULD HAVE BEEN NICE TO HAVE SOMEONE TO TALK TO.

"BUT RIGHT NOW, I NEEDED THE FOOD MORE THAN I NEEDED THE COMPANY!
"HEY-- YOU'D PROBABLY BE SURPRISED AT THE CHOICES YOU'D MAKE TO LIVE ANOTHER DAY, TOO."

ARROOOO
oof, oof
4

"I HAD A RIFLE AGAIN. I HAD ENOUGH FOOD FOR A WEEK.
"I KNEW OF TRADE GOODS LESS THAN A WEEK'S WALK FROM WHERE I WAS.
"ONCE I HAD GOODS I COULD TRADE, AND GET MYSELF ANOTHER TRACTOR.
"I COULD PUT THAT DAMNED FARM FAR BEHIND ME. I COULD FORGET THAT I'D EVER BEEN HELD AS A SLAVE THERE.
SHIT.
"I'D BE A FREE MAN AGAIN, WITH NOTHING TO TIE ME DOWN."

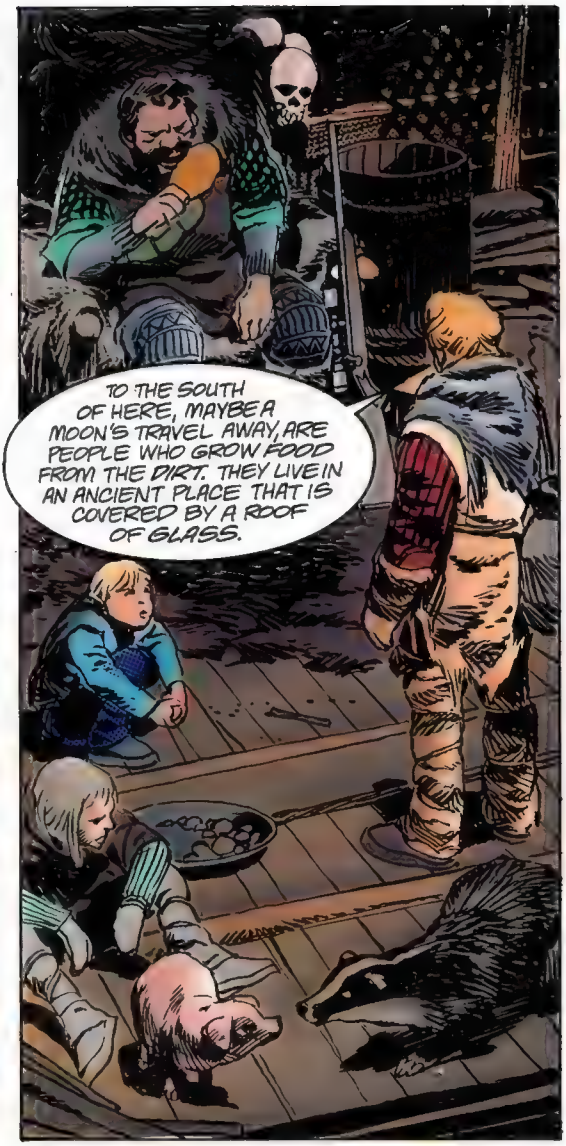
"THREE DAYS PASSED AND I WAS IN THE TERRITORY OF THE BEAR PEOPLE.
"I USED TO TRADE WITH THE BEAR PEOPLE. THEY WERE REAL CHARMING FOLKS.
"IF THEY DIDN'T KILL ME ON SIGHT, I'D HAVE ONE OF THE BEST DAYS OF MY LIFE.
"BUT THEY WERE MY ONLY HOPE.
"I NEEDED THEIR STRENGTH.
"I NEEDED THEIR GREED.
"I COULD HAVE JUST WALKED AWAY. I'D HIT BOTTOM BEFORE AND GOTTEN BACK UP.
...WHY COULDN'T I DO IT THIS TIME?
"IT WAS THAT DAMN KID.
"I JUST COULDN'T WALK AWAY.
"I JUST COULDN'T LEAVE WYNN AT THAT FARM.

"THEY CALL THEMSELVES THE BEAR PEOPLE BECAUSE THEY SPEND THE DEAD WINTER MONTHS IN CAVES TO THE NORTH.
"SUMMERS THEY SPEND IN PIZZA HUT VILLAGE.
"THEY THINK PIZZA HUT WAS THE NAME OF A GREAT MAN WHO LIVED BEFORE THE TIME THE EARTH WAS FROZEN.
"I GATHER FROM WHAT I READ THAT A 'PIZZA' WAS SOMETHING TO EAT AND THE 'HUT' WAS WHAT YOU ATE IT IN...
"... ALTHOUGH I'M NOT SURE WHAT KIND OF ANIMAL A 'PIZZA' WAS."
HEY, KIDS--DON'T BE AFRAID. IT'S JUST ME--SCULLY. REMEMBER, I BROUGHT YOU CANDY BARS LAST YEAR?

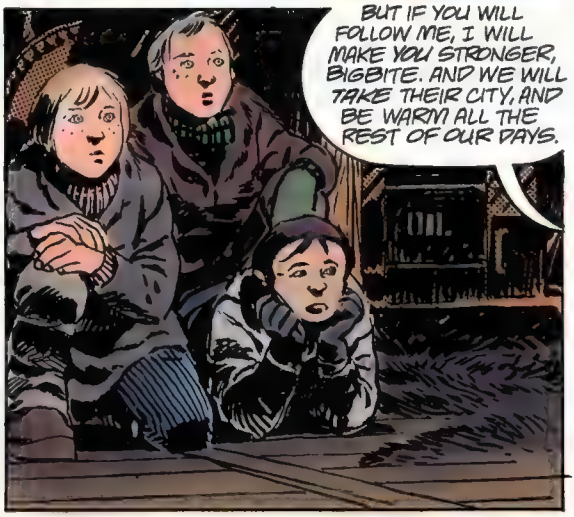
HOLD IT.! DON'T BE FRIGHTENED.! DAMN.!
HUH?
HEY.! OW.!
RRRRRR
CALL OFF YOUR ANIMAL, STRANGER!
YEAH, YEAH...
... RAH-RAH! DOWN, BOY! BAD BOY!
RRRRR
NOW, STRANGER... TALK, OR SKITTERS PUT A BOLT IN HEAD!
8

DON'T YOU RECOGNIZE ME, SKITTERS? I'M THE GUY WHO TRADED YOU THAT CROSSBOW. SCULLY! REMEMBER, SCULLY?
TRADE RIDER-- SCULLY.
WHERE IS TRACTOR? WHERE ARE GOODS? YOU LOOK LIKE SAME MAN. BUT YOU ARE A POOR SCULLY!
WHY DON'T YOU TAKE ME TO BIGBITE? I CAN EXPLAIN IT ALL TO HIM.
LOOK AGAIN! LOOK MORE!
"BIGBITE WAS THE CHIEF OF THE BEAR PEOPLE--
"-- THE MOST DISAGREEABLE SON-OF-A-BITCH I'VE EVER MET!"
SKITTERS! WHAT IS THIS YOU BRING? IT IS A STRANGER! HE LOOKS LIKE A PILE OF SHIT! HAH!
"HE KILLED HIS FATHER TO BECOME CHIEF. HE USED THAT SCOPED HUNTING RIFLE LIKE THE SWORD OF GOD.
"SELLING THAT RIFLE TO HIM WAS THE SECOND STUPIDEST THING I'D EVER DONE.
"THIS WASN'T STARTING OFF SO WELL."
AFTERNOON, BIGBITE. REMEMBER ME?
9

THE TRADE RIDER. HAVE YOU COME TO TRADE? BIGBITE NEEDS RIFLE BULLETS. MY WOMAN NEEDS SOAP.
HE HAS NOTHING! LET SKITTERS KILL HIM!
WHOA! YOU DON'T WANT TO DO THAT. I DON'T HAVE ANYTHING WITH ME, BUT I CAN OFFER YOU THE BIGGEST TRADE YOU'VE EVER HAD!
YOU WANT BIGBITE TO TRADE FOR WHAT HE CANNOT SEE? IS BIGBITE STUPID? IS BIGBITE TO BE LAUGHED AT?
I GOT A PLACE A DAY'S TRAVEL FROM HERE. IT'S GOT ALL THE GOODS YOU COULD EVER WANT: BULLETS, CANDY, TOYS, CHEESE, BUBBLE GUM-- ALL KINDS OF GREAT SHIT!
SO? YOU WANT BIG TRADE? WHAT DOES BIGBITE GIVE YOU?
ALL I WANT IS YOUR HELP.
AND IF YOU GIVE ME YOUR HELP, YOU'LL BE THE RICHEST PEOPLE IN THE WORLD.
"I HAD TO TALK FAST. BIGBITE'S ATTENTION SPAN WAS ABOUT AS CONSISTENT AS HIS TEMPER."


TO THE SOUTH OF HERE, MAYBE A MOON'S TRAVEL AWAY, ARE PEOPLE WHO GROW FOOD FROM THE DIRT. THEY LIVE IN AN ANCIENT PLACE THAT IS COVERED BY A ROOF OF GLASS.

IT IS ALWAYS WARM IN THEIR CITY, AND THEY ARE VERY RICH. THEY THINK THEY ARE THE GREATEST PEOPLE--THE STRONGEST PEOPLE!


BUT IF YOU WILL FOLLOW ME, I WILL MAKE YOU STRONGER, BIGBITE. AND WE WILL TAKE THEIR CITY, AND BE WARM ALL THE REST OF OUR DAYS.

BULLSHIT.

AND THESE GLASS ROOF PEOPLE, DO THEY SAY THEY ARE GREATER THAN BIGBITE?
"THIS WAS GOING TO BE EASIER THAN I THOUGHT."

THEY SAY BIGBITE IS WEAK! THEY SAY BIGBITE IS A FOOL!
THEY LAUGH AT YOU AND YOUR PEOPLE!

AND HOW DO THEY LAUGH AT ME, WHEN I DO NOT KNOW OF THEM?
"I GUESS I DID GO A LITTLE TOO FAR."
BUT BIGBITE IS KNOWN TO ALL PEOPLE! EVERYWHERE I GO, EVERYWHERE I TRADE, THE PEOPLE SPEAK OF YOUR CLEVERNESS AND BRAVERY.
"I ALMOST GAGGED ON THAT ONE."
IT IS SO! ANY PEOPLE WHO CALL BIGBITE AN ASSHOLE ARE THEMSELVES CALLED ASSHOLE!
YOU WILL LEAD US TO YOUR TREASURES! EACH MAN WILL HAVE MANY HANDS OF BULLETS FOR HIS GUN! THEN BIGBITE WILL MARCH SOUTH AND MAKE THESE ASSHOLES DEAD!
YOU WON'T BE SORRY, BIGBITE.
"I SURE HOPED HE WOULDN'T BE. BECAUSE IF HE WAS SORRY, HE'D KILL ME.

"A DAY'S RIDE FROM THE BEAR PEOPLES' PLACE IS ONE OF MY MANY TREASURE TROVES OF TRADING GOODS.
"WHEN I CAN FIND IT, THAT IS."
WHERE IS THE PLACE OF BULLETS AND CANDY? IF YOU ARE LYING TO BIGBITE...
I'M NOT LYING! IT'S RIGHT AROUND HERE...
...THERE! GOOD BOY, RAH-RAH! SOME OF YOU BOYS JUMP DOWN AND GIVE ME A HAND.
BIGBITE DOES NOT LIKE THIS PLACE, TRADE RIDER.
YOU'LL LOVE IT, CHIEF. JUST WAIT AND SEE.
LOOK OUT!
Unh?
TWING!
SORRY ABOUT THAT. I HAVE TO PROTECT MY GOODS WHILE I'M AWAY. YOU'VE NEVER SEEN ANYTHING LIKE THIS IN YOUR WILDEST DREAMS, BIGBITE.
BIGBITE DOES NOT WANT DREAMS! BIGBITE WANTS ONLY WHAT HE CAN SEE WHEN AWAKE!
WELL-- FEAST YOUR EYES--
13

IT IS AN ANCIENT PLACE! BIGBITE SEES MANY NAMES.' ARE ALL AS GREAT AS THE WISE PIZZA HUT?
SURE! "J.C. PENNEY." "CASUAL CORNER!" "KAY BEE TOYS"-- THEY WERE ALL WISE AND COURAGEOUS MEN IN THEIR DAY.

KAY-BEE TOY
SO MUCH TREASURE! SO MUCH LOOT! THIS MUST BE THE BEST PLACE IN ALL THE WORLD!
NO-- THE PLACE OF THE GLASS ROOF IS GREATER! IT MAKES THIS PLACE LOOK LIKE A DUNGHEAP!

SO WHAT DO YOU THINK NOW, WISE-ASS?
Grrrrr
BRING ME BULLETS! BRING ME CANDY.' LOAD THE HORSES WITH ALL THEY WILL CARRY!

"AFTER BIGBITE'S BOYS STRIPPED THE HIDDEN MALL OF EVERYTHING THAT WASN'T BOLTED TO THE FLOOR, WE HEADED SOUTH."
YOU ARE A GREAT MAN, SCULLY-- A GOOD FRIEND TO BIGBITE!
WHEN ALL IS OVER, BIGBITE WILL MAKE YOU ONE OF THE HUNDRED HANDS!
PLAY BOY
"THE 'HUNDRED HANDS' REFERRED TO THE NUMBER FIVE HUNDRED.
"THAT'S HOW MANY PEOPLE WERE IN THE BEAR PEOPLES' TRIBE AT ANY ONE TIME."
THANKS FOR THE OFFER, CHIEF.
"THEY KEPT THE NUMBER CONSTANT FOR SURVIVAL PURPOSES. FOR EVERY KID WHO LIVED TO HIS SECOND BIRTHDAY, THEY KILLED A TRIBESMAN CHOSEN BY LOTTERY."
NOW, TELL ME AGAIN YOUR PLAN, TRADE RIDER.
"IT WAS CRUEL, BUT IT KEPT DOWN THE NUMBER OF MOUTHS TO FEED.
"AND THE LOTTERY COULD ALWAYS BE RIGGED TO GET RID OF ANY-ONE BIGBITE DIDN'T CARE FOR!"
FIRST WE FIND THE BLINDMAN.
22
"BUT DON'T THINK I WASN'T FLATTERED BY THE INVITATION."
15

"A COUPLE OF DAYS LATER...
HERE'S ANOTHER ONE.
WE'RE ON THE RIGHT TRAIL, AND GOING IN THE RIGHT DIRECTION! BLINDMAN'S ON A SLAVE RUN TO THE CITY OF GLASS. THIS CORPSE HASN'T TURNED BLACK YET, SO WE PROBABLY AREN'T FAR BEHIND THEM.
DON'T WASTE YOUR TIME. IF HE HAD ANY GOLD TEETH, THEY'RE LONG GONE NOW.
"WE REACHED THE BLINDMAN'S CAMP LATER THAT NIGHT."
HOW MANY HAVE WE LOST?
THERE ARE EIGHT HANDS LEFT. WE LOST SIX ON THE TRAIL. ANOTHER IS VERY SICK.
SLIT HIS THROAT--HE MIGHT MAKE THE OTHERS SICK.
SO MANY DECISIONS TO BE MADE IN THIS BUSINESS...

... WHAT IS HAPPENING?! I HEARD A SHOT! WAS IT OURS?!
BAH-BAM!
WHAT IS HAPPENING?! DAMN IT TO HELL, SOMEONE TELL ME WHAT IS HAPPENING!
IT IS SLUGGO.
SLUGGO? WHAT OF HIM?
DEAD.
BLINDMAN! TELL YOUR MEN TO THROW DOWN THEIR WEAPONS, OR WE'LL DO IT FOR THEM!
BULLSHIT! IN THE NIGHT YOU ARE BLIND AS ME! YOUR THREATS HAVE NO TEETH!
UNH!
BAH-BAM!
17

YOU SHOW MORE SENSE THAN I THOUGHT YOU WOULD, BLINDMAN.
WHO ARE YOU, YOU BASTARD?
I'M THE MAN WHO'S GOING TO MAKE YOU RICH.
HOW'D YOU LIKE TO TAKE DOWN THE BOSSMAN AND THE CITY OF GLASS?
I REMEMBER YOUR VOICE. YOU ARE THE TRADE RIDER.
YOU HAD AN ANIMAL. IT BIT ME. BUT WE KILLED IT.
GRRRRR
YOU KILLED IT, BUT IT CAME BACK, BLINDMAN.
IT CAME BACK FROM THE DEAD TO GNAW YOUR BONES.
NO! KEEP IT AWAY FROM ME! IT IS A GHOST-BEAST! A DEVIL!
SETTLE DOWN. THE GHOST-BEAST WON'T HURT YOU, BECAUSE WE'RE GOING TO BE FRIENDS. GOOD FRIENDS.
GRRRRR

YOU HAD TO LET MY SLAVES GO? THEY WERE WORTH A FORTUNE TO ME!
A FORTUNE IN ALCOHOL, MAYBE-- TRY AND THINK PAST YOUR NOSE FOR ONCE, BUNDYMAN! THOSE SLAVES WILL ONLY BE IN THE WAY WHEN WE GET TO THE CITY OF GLASS!
THERE'S PLENTY OF LOOT FOR EVERYONE-- ALCOHOL, FOOD, FURS, GUNS -- THE FARM WILL BE YOURS!
"I WAS GETTING REAL TIRED OF DEALING WITH MORONS."
YOU JUST GET ME AND SOME OF THESE BEAR BOYS INTO THE CITY. BIGBITE AND HIS WARRIORS WILL TAKE CARE OF THE REST.
BUT LEAVE BOSSMAN TO ME, TRADE RIDER. I WILL BE THE ONE TO KILL HIM.
THEN LET'S GET RIDING.
YOU ARE NOT THE BOSS OF THIS TRIBE, SCULLY.
MAYBE NOT, BIGBITE.
BUT I'M THE ONLY ONE WHO KNOWS WHAT THE HELL'S GOING ON. SO YOU EITHER DO AS I SAY, OR GO BACK TO SITTING ON YOUR ASS UP NORTH!
19

"THE CITY OF GLASS CAME IN SIGHT A FEW DAYS LATER."
HO!
"I WAS BACK. I CAN'T SAY I WAS REAL HAPPY ABOUT IT."
MORE SLAVES FOR THE BOSSMAN! MORE GALLONS FOR ME!
I WANT TO SEE BOSSMAN!
GO GET WILEY.
BLINDMAN! YOU USELESS JUICER! YOU'RE BACK SOONER THAN WE THOUGHT!
20

I RAN INTO GOOD FORTUNE, WILEY.
HUMPH! THEY ARE ALL MEN THIS TRIP. YOU WOULDN'T BE KEEPING ANY WOMEN BACK FOR YOURSELF WOULD YOU, YOU OLD BASTARD?
NO WOMEN. I AM TOO--OLD--FOR SUCH FOOLISHNESS. I BRING YOU GOOD, STRONG MEN--LABORERS.
WELL, WELL. YOU DID VERY GOOD, BLINDMAN. STRONG YOUNG BUCKS.
A HUNDRED GALLONS. THEY ARE WORTH A HUNDRED GALLONS.
FOR ONCE YOU MAY BE RIGHT. THEY ARE FINE.
VERY FINE...
21
...ESPECIALLY THIS ONE. I HAVE SEEN HIS FACE BEFORE. HE ESCAPED FROM US A SEASON AGO.
YES--I'LL PAY YOU FIVE EXTRA BOTTLES FOR HIM.
WILEY. SHOW THIS SLAVE THE PRICE OF ESCAPE.
21

I REMEMBER THIS GUY, TOO-- KILLED ONE'A MY MEN ON HIS WAY OUT.
HOLD HIM STEADY.
THOUGHT YOU WAS SMART, GETTING AWAY FROM US.
NOT HIS THUMB, WILEY. WE NEED HIM TO WORK.
SHKT!
NNmmgh...
A TREAT FOR YOU, GIRLS!
I'LL BE WATCHING YOU, SMART BOY.
TAKE 'EM DOWN AND PUT 'EM TO WORK!

YOU'VE DONE WELL, BLINDMAN.
NOW TAKE YOUR GALLONS AND HAUL YOUR STINKING CARCASS AWAY FROM HERE!

YOU'RE A DEAD MAN AND YOU DON'T EVEN KNOW IT, BOSSMAN.

" MY HEAD WAS SWIMMING WITH THE PAIN AS THEY LED US TO THE TIERS. "

OLD FRIEND! SO-- CAUGHT YOU AGAIN.!
--Uh?

HAPPY TO SEE YOU. NOT HAPPY YOU ARE BACK, BUT HAPPY TO SEE YOU!
KREETOG...

SICK. I TAKE CARE.

UH?
:KOF! KOF! SPUT!:
YOU SICK WITH PAIN. I GET CHOPPED LIKE THAT FOUR TIME! ... HURT LIKE BITCH!
UK...
THANKS, KREETOG.
YOU GET CAUGHT. GONE LONG TIME BUT YOU STILL GET CAUGHT.
IS WAY ALWAYS IS -- CAUGHT OR DEAD--
THEY DIDN'T CATCH ME. I WANTED TO COME BACK.
AND THEY THINK I AM CRAZY. I ESCAPE, I TRY TO STAY AWAY.
I'M GOING TO ESCAPE AGAIN, KREETOG. WE'RE ALL GOING TO ESCAPE. FOR GOOD.
MUST BE FOR GOOD -- KREETOG RUN OUT OF FINGERS.

"EVEN WITH THE PAIN FROM MY HAND, I WAS IN BETTER SHAPE THAN MY LAST TRIP TO THIS SHIT-HOLE...
"...AND THIS TIME I WAS HERE WITH FRIENDS.
"AT LEAST-- THEY WERE FRIENDS AS LONG AS THINGS WENT WELL.
"BUT ALL I CARED ABOUT WAS GETTING WYNN OUT OF HERE...
"... IF SHE WAS STILL ALIVE."
End Of Part Two